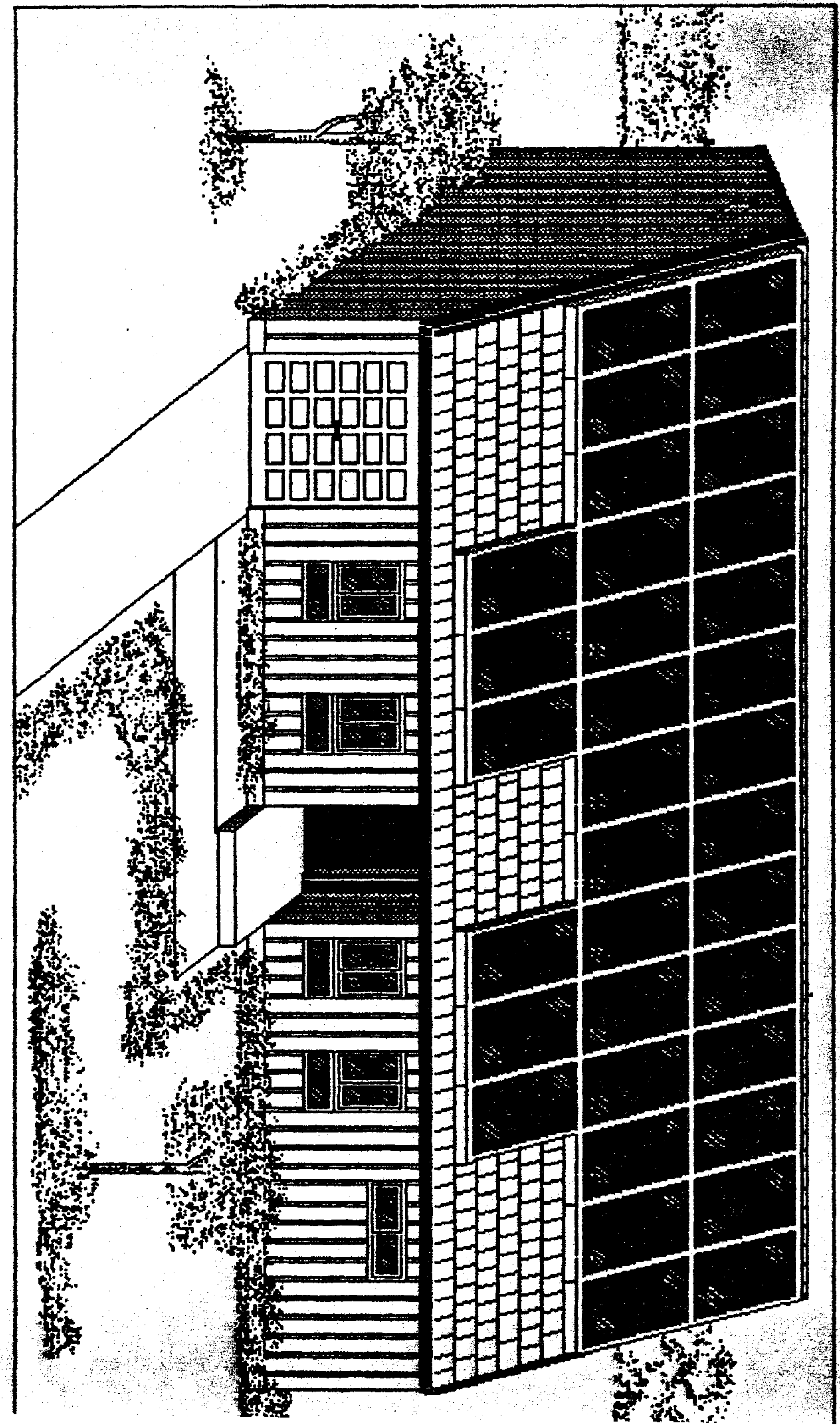


XLEnt Software

Presents:

THE TYPESETTER

Layout and Design Printware

By

Len Dorfman

and

Dennis Young

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XLENT Software presents:

TYPESETTER

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INTRODUCTION

CONGRATULATIONS on purchasing TYPESETTER.

XLENT Software is very proud to introduce our newest product, TYPESETTER by Len Dorfman & Dennis Young. TYPESETTER is the first commercial product to support the full memory of the 130XE computer. The 48K version of TYPESETTER is very functional, but it does not have all the capabilities of the 128K version. The 130XE is a very exciting micro both in terms of price and performance.

TYPESETTER is one of the most powerful graphics tools available for any micro. When ease of use and functionality conflicted, we chose functionality. As a user, you will need to take some time to learn the commands used in TYPESETTER. *Be patient,* you will become more proficient with TYPESETTER.

The concept underlying TYPESETTER is to let the user compose a page using the MAXIMUM resolution of the printer as opposed to the maximum resolution (320 pixels wide by 192 high) of the Atari home computer. TYPESETTER 65 (48K) permits the user to execute pictures with a maximum resolution of 704 pixels wide by 624 high. TYPESETTER 130 (128K) allows a maximum resolution of 768 pixels wide by 672 high. These are impressive figures for any computer, at any cost, in the home market.

The way we accomplished this feat is to use about 28K in TYPESETTER 65 and 32K in TYPESETTER 130 as an anchored bit mapped screen. Working with TYPESETTER is like working with a spreadsheet. You can only see a small portion of the total layout page at one time. In the TEXT EDITOR and SKETCH PAD, you are working in a window that can be moved around the layout page. TYPESETTER 65 uses one large contiguous chunk of ram. TYPESETTER 130 uses the 130XE's bank select ram so you will be working on the top or bottom half of the giant design page.

To make designing with TYPESETTER easier, you may want to use PAGE DESIGNER. PAGE DESIGNER lets you see half the page at one time. This will help you create quick rough layouts that can be used as a guide in TYPESETTER. PAGE DESIGNER also comes with a utility to convert Atari Artist and Koalapad pictures into uncompressed files.

We have also made every effort to design an open architecture program. This means that you can use PAGE DESIGNER screens AND standard graphics 7+ & 8 screens and altered character sets created by other programs.

TYPESETTER has undergone extensive testing by some of the best Atari artists: Jennifer Brabson, Johnny Masuda, Ira Brickman, Jan Iverson and Gene Levine. They made suggestions that helped Len and Dennis build more capabilities and features into TYPESETTER.

To reap all the benefits of TYPESETTER, the Staff of XLENT Software suggests that if you do not yet own a 130XE, buy one. Atari has provided us with a very inexpensive but powerful micro. Even if you already have the

800, 800XL or 1200XL, the 130XE is worth considering. *Remember* that Atari is not just an organization dedicated to supporting those of us who have already purchased their machines. Atari must sell new computers to keep going. The 130XE makes possible the advanced features found in TYPESETTER. XLENT Software highly endorses the 130XE.

In this package you will find ONE disk. TYPESETTER 130 for the 130XE is on the front and TYPESETTER 65 for the 800, 800XL and 1200XL is on the back. The version for the 130XE is enhanced with additional features and superior error checking.

Please send back your registration card. XLENT Software continues to improve our products and will make available inexpensive updates. The registration forms give us a way to contact you when there are major changes.

Would you like to see a TYPESETTER newsletter? If so, add a note to your registration card. Any contributions to the newsletter are welcome.

SOME THINGS TO WATCH OUT FOR...

You must be very careful about switching disks when using TYPESETTER 65. Where possible, we have put in error checking. However given the constraints of the limited RAM available, we have decided to give you the maximum print resolution and features. This means you will have to be alert.

On RARE occasions, you will get a printout where there will be a small jumble on the printout, but when you check the screen it will look fine. When this happens, examine

the print and alter the bytes on the screen at the start of the print glitch. We have noticed this problem on the Epsons. What seems to happen is that the screen bytes which are sent to the printer inadvertently kicks it out of its bit graphics mode. By altering the screen minimally, you change the byte sequence and the printer does not get confused.

Another matter....as you scroll about the layout page, you will occasionally see a horizontal dribble of dots. These dots occur at 1K page boundaries of memory and DO NOT ALTER MEMORY OR THE PRINTOUT ONE BIT. So when you see the dribble, know that is is the video chip ANTIC up to some tricks. In this case, what you see is not what you get.

BOOTING UP THE PROGRAM

If you do not know what booting the program means, turn off your computer. Go find someone under the age of 20 and over the age of six and ask them what booting up a program means. For those of you who know what booting means, you may continue reading.

Find your joystick, Koalapad or Touch Tablet and plug it into joystick port one. If you have all three, still plug only one in. You will need it for the SKETCH PAD. Remove all cartridges. Put the TYPESETTER disk into drive 1. If you're booting up the 130XE version, hurray for you, otherwise go out and buy a 130XE. Turn on your disk drive and then your computer. Don't forget to hold down the OPTION key. The program will load in the title screen. By using the SELECT key, you can can pick TEXT EDITOR, SKETCH PAD or PRINT OPTIONS. Hit START.

When the program loads, you will see a mostly blank screen with a message window at the top unless you picked PRINT OPTIONS. If you have gotten this far, the next step is to have fun...

HINT: If you get in trouble hit the ESC key.

THE MAIN MENU

The title screen lets you SELECT from the following menu:

TEXT EDITOR
SKETCH PAD
PRINT OPTIONS

Pressing START will run your choice.

TEXT EDITOR - The TEXT EDITOR is where you create your text. By scrolling around, you have access to the full layout page. You can change font styles, sizes and typing direction.

SKETCH PAD - This is a separate area from the main screen. When you call the SKETCH PAD, you will have many standard graphics functions at your disposal. After you have drawn a picture or loaded in an icon, you can flip to the main screen and scroll around, find a spot and stamp your picture. You can also pull areas from the main screen to the SKETCH PAD to add detail and then return it.

PRINT OPTIONS - When you're ready to see your layout on paper, this is it. Select this option to print the entire layout page that is in memory. You will be prompted for printer selection and print style. TYPESETTER lets you print your design in 3 ways.

TEXT EDITOR

The Message Window at the top of the screen contains much information. It shows the current character height and width, the current row and column of the cursor, the margin setting and any function messages. The horizontal location lines (made up of dots) above and below the user work area show you the cursor's relative position on the very long TYPESETTER rows.

Most of the special features found in the TEXT EDITOR are activated by hitting the CONTROL Key in combination with a capital letter (for example, CONTROL/S). There are differences between the 48K & 128K versions. We've listed the functions that are common to both versions first. After that, we've listed the differences under separate headings.

THE SHARED TEXT EDITOR COMMANDS

Instantly Accessed Fonts

When accessing the following features, a message appears in the window.

CONTROL/A - Standard Atari Font - This is the default font of the Atari computers. This selection is provided to make it easy to return to normal editing from the other fonts.

CONTROL/B - Graphics Font - This is a 52 character graphics font that is used by striking what are usually upper and lower case letters. The CONTROL/LETTER key combinations are not affected (nor are they when any other font is resident.) This font is particularly useful in creating borders and dressing up your work.

CONTROL/C - Control Character Font- Since the Control keys are used for accessing features in TYPESETTER, this "font" was created to allow you to use the normal Atari Control characters. Just type the capital letter that corresponds to the graphics character you want.

CONTROL/D - International Font- This allows the 800XL, 1200XL and 130XE owners to easily access the International font that is resident in the machine. The Atari 800 user is returned to the keyboard with no change in font.

Adjusting the Page

To be able to address any point on the page, we've provided a number of special commands that allow you to "move" the page beneath the cursor. They are:

CONTROL/J - Shift page 1 column to the right. Used for moving characters across the screen to a new location. If, for instance, you loaded a Page Designer page and you wanted to position it on the right side of the TYPESETTER page you would use this command. Characters that are located on the right border will wrap around to the left border--they are not deleted. You may shift them back using CONTROL /P.

CONTROL/K - Shift page 1/8 column to the right. Used to put characters anywhere between the normal "column" positions. As in CONTROL/J, the characters are wrapped around the borders and nothing is deleted.

CONTROL/P - Shift page 1 column to the left. Works as CONTROL/J only in the opposite direction.

CONTROL/Q - Shift page 1/8 column to the left. Works as CONTROL/K only in the opposite direction.

CONTROL/U - Shift page 1 mode line up. This vertical move wraps the top line around to the bottom after shifting everything else upwards by 1 mode line. In addition to providing you the ability to move the page contents upwards, this function allows you to write "between the lines" in a literal way. Since you are only moving upwards 1/8 of a normal sized character at a time, you are able to place characters at seven additional vertical levels on each normal row.

CONTROL/V - Shift page 1 mode line down. Works as CONTROL/U does, though in the opposite direction. The bottom line is wrapped around to the top of the screen after the shift downward.

Cursor Controls

The RIGHT/LEFT/UP/DOWN arrow keys serve the same purpose as usual except they operate somewhat differently. The right and left arrow keys are used to manage your horizontal position. The "home" position is Column 0 and if you use the right arrow key at this point, the cursor will travel across the page until you reach column 10. From this position, until you reach the position 10 columns from the right border, the "page" is scrolled beneath the cursor. The cursor then resumes scrolling until it reaches the right border where it will stay. The purpose for this is to give you the best possible "view" of where you are unless you are writing near the borders. When you are scrolling with the left arrow key the effect is the same, though of course, in reverse.

The up and down arrow keys are about the same in operation though the position of the cursor when the up or down "page" scrolling begins is at the bottom of the screen. The reason for this is that if you are using very tall letters you couldn't see where they are written to unless the cursor is at the bottom.

All of the cursor keys are bound by the page edge. They do not go off the screen.

Changing Character Sizes

CONTROL/H - The height of the character is set using this function. Your choices are from 1 to 8 rows high and this will be flashed in the Message Window. Use the keyboard to make your entry. The current height of the character is found after the letter "H" on the right side of the window. If you choose an illegal number, • a message will prompt for the legitimate choices.

CONTROL/W - The width of the character is set using this function. There are 4 different widths. The number of columns that correspond to each width is as follows:

W-1 = 1 column
W-2 = 2 columns
W-3 = 4 columns
W-4 = 8 columns

If you pick an unknown width, a message will prompt with the correct choices. The current character width status is found after the "W" in the Message Window.

If you've selected a character size that won't fit where you're attempting to put it, you'll get a message to that effect. You

should then either select a different size or replan that section of the page to accomodate the size you want.

Changing the Direction of Characters

CONTROL/R - The Rotate function allows you to type characters to the screen that are rotated 90, 180 or 270 degrees. The first time you hit CONTROL/R the characters will be rotated 90 degrees. Repeated selection of CONTROL/R rotates the character another 90 degrees until returning to normal. When using rotated characters, an "R" will appear in the Message Window with arrows indicating the degree of rotation. By itself, this function allows you to type any character in any height and width rotated in the manner you have selected. There are more possibilites when used in conjunction with the Type Advance functions which are described next.

Changing the Direction of Typing

CONTROL/X - Advance Vertical Down - This function lets you type down the page starting at any column or row.

CONTROL/Y - Advance Vertical Up - This function lets you type up the page starting at any column or row.

CONTROL/Z - Advance Horizontal Left - This function lets you type across the page from right to left starting at any column or row.

All 3 Type Advance functions are toggle switches. The first time you press the key sequence, it is activated and a message appears in the window and remains there. Press the key sequence again to turn it off. All three Type Advance functions are also

disabled when you reach the border of the page that you're typing towards. For example, if you are using Advance Vertical up and you reach the top of the page, the function is terminated. *Note:* Although the function is terminated, the indicator may still remain in the message window.

The Type Advance functions can only be used with characters with a height and width of 1.

You can get interesting and pleasing results using these Type Advance functions with rotated characters. For example, to create a card...divide the TYPESETTER layout into fourths and type your inside message in the upper left quadrant using CONTROL/Z and a 180 degree rotated character. Put your front design in the lower right quadrant, then print and fold.

The other major use of the Advance keys is to make it easy to create borders around your work. This is of particular value when creating the vertical sides of a border. The Advance Up and Advance Down functions take a lot of the work out of what can be a very tedious task.

Still More Functions

CONTROL/M - The right and left page margins are set together using this function. Your choice is for margins of 1 to 6 columns and this is noted after the "M" in the Message Window. When using the margin control, you are effectively offsetting the right and left borders of the page and all other functionns will respect your new page borders. you may change the margin as often as you like.

CONTROL/O - The Overlay function lets you write a character to the screen without erasing what is already there. This can be useful when writing text onto a graphics image. The CONTROL/O combination acts as a toggle--that is, you are either turning the function on or off. The messages "Overlay set" or "Clear overlay" will appear in the Message Window. This feature is also useful for creating foreign character announcments that require tonal marks or dipthongs (such as Thai or Vietnamese).

CONTROL/E - This combination erases the "visible" screen (not the entire page). When you use it, the prompt will ask "Erase this screen?". Hitting RETURN will execute the command while choosing ESC will abort it.

TAB - The TAB key will advance you 20 columns across the screen from your current cursor position. If this is past the last column on the right border, you will be repositioned at the beginning of the same line.

RETURN - RETURN will advance you to the start of the next line. If you are on the last line, you will be returned to the beginning of it.

BACKSPACE - The BACKSPACE key is used to erase the column to the left of the cursor. The character width must be 1 for BACKSPACE to work. The number of rows erased is determined by the current height setting. If your width is not 1, use the CONTROL/ARROW key to move left, then SPACE forward to erase.

The TEXT EDITOR commands unique to each version are described next.

TYPESETTER 65 TEXT EDITOR (48K)

I/O Functions (Accessing the Disk Drive)

Control/F - Load Font
Control/G - Load Graphics 8/7+ Screen
Control/N - Load Page Designer Page
Control/L - Load Typesetter Page
Control/S - Save Typesetter Page
Control/T - Disk Directory

The I/O functions follow essentially the same rules. When you activate one of them your choice will be echoed in the Message Window and the prompt "DRIVE#1" will appear. If you wish to access Drive 1, hit the RETURN key. If you wish to use Drive 2, hit the number "2" on the keyboard and the prompt will change to "DRIVE#2". Return to "DRIVE#1" by hitting the "1" key.

After the Drive is selected the prompt "FN:" will appear. You should now enter the filename as it exists on the disk or in the case of the Save Typesetter Page function how you would like it to exist. Standard Atari filename format should be used. Should an I/O ERROR occur (ie. #170 - File Not Found or #138 - Device Timeout) the Error number will appear in the Message Window and you will be prompted to hit the ESC key to recover.

CONTROL/F - You can load in any standard altered Atari character set. There are many commercial and public domain character set editors available.

When loading in PAGE DESIGNER or graphics 7+ or 8 screens, there is an extra step before the filename prompt. You have a choice of loading in these screens as (N)ormal or (E)xpanded. The option is available because

TYPESETTER uses a screen 88 columns wide while PAGE DESIGNER and graphics 7+/8 screens are 40 columns wide. Picking "N" will load the screen to the middle 40 columns. Expanding the screen will double the bytes and cover the middle 80 columns. You can further adjust the screen using the Move functions.

CONTROL/G - Any standard graphics 7+ or 8 screen can be loaded. These screens must be in an uncompressed format (that is, they occupy 62 sectors on a single density disk).

CONTROL/P - This is a screen created by PAGE DESIGNER. PAGE DESIGNER can help you work with TYPSETTER by creating a basic layout. Load the screen in expanded and refine your design. *Note:* TYPESETTER 65 can only load 39 rows of a PAGE DESIGNER screen. Therefore if you are using PAGE DESIGNER, do not write to the bottom 3 rows.

CONTROL/L - This is a page created with TYPESETTER 65. Screens created with the 128K version can't be loaded, however screens created by the 48K version CAN be loaded into the 128K version.

CONTROL/S - Save the current TYPESETTER screen in memory to a file on disk.

CONTROL/T - This function allows you to read the Disk Directory. After making a drive selection, you can "step through" the directory by hitting the RETURN key repeatedly to get each individual entry. Stop at any time by hitting the ESC key. You can also "autoload" a font or TYPESETTER Page using this function.

When the file you want to load appears in the Message Window, press SPACE BAR. The prompt "(F)ont or (P)age?" will appear. By hitting "F" the font you have chosen will load into memory or by hitting "P" the Typesetter Page you have chosen will load directly to the page area.

CONTROL/, - This function lets you format a blank disk--useful if you run out of disk space when saving a file. You will be prompted to remove your program disk. You may format a disk in Drive 1 only.

CONTROL/I - This function will allow you to fill the entire page with a single character. This character automatically is adjusted to a height and width of one. You may use any character from any font. To make the character inverse use the Atari Logo key after hitting CONTROL/I and before making your selection. To make the entire screen inverse follow the preceding procedure and use the Space Bar as your selection.

CONTROL/CLEAR or SHIFT/CLEAR - This function will clear the entire TYPESETTER Page if you answer this function's prompt "Clear entire page?", with a RETURN key. Should you not wish this, the ESC key allows you to exit this procedure.

ESC Key - This provides an exit to the Main Menu Screen which in turn allows access to the SKETCH PAD and PRINT OPTIONS. When you hit the ESC key, the prompt will ask "Exit to Menu?". If you hit the RETURN key the command will be executed and you'll go to the Menu Screen. If you hit the ESC key a second time, you will stay in the TEXT EDITOR. This may seem awkward at first, but as you use the program it will make more sense. After a

command has been initiated, the RETURN key is always used to execute it and the ESC key is used to abort it.

TYPESETTER 130 TEXT EDITOR (128K)

The layout page in the 128K version is divided into a top and bottom half.

CONTROL/F - This function will fill the "half page" you are working on with a single character. The character will have a height and width of 1. You can use any character including the graphics font. To make a character inverse, press the Atari Logo key before selecting a character. To inverse the screen, tap the SPACE BAR for the character.

SHIFT/CLEAR - This function will clear the half of the page you are working on. The prompt will be "Erase half page?". To complete the command hit the RETURN key, if you don't really want to erase, hit ESC key.

CONTROL/I - This function allows you to "italicize" (slant) from 1 to 21 rows at the same time. The characters you want to italicize should be on the screen before beginning this routine. After keying the CONTROL/I sequence, the Message Window will echo "Set Italics". It will then prompt you to place the cursor at the "Start position". Use the CONTROL/RIGHT ARROW and CONTROL/LEFT ARROW keys to position the cursor at one end of the characters you wish to "italicize", then hit the RETURN key. Now, use the CONTROL/ARROW keys to establish the "End position" being prompted for. The next prompt states, "Number of rows:01". Select the number of rows by using the CONTROL/UP ARROW and CONTROL/DOWN ARROW keys to regulate the counter that is part of the prompt. You

must have 1 column to the right of the characters being slanted for each 1 row high that you want to "italicize". If there are not enough columns to execute the command, "Not enough room" will appear in the Message Window. Hit RETURN to slant the characters.

This sounds more complicated than it is. When you have the program in the machine, follow these steps and you'll quickly have a pretty good understanding of this function:

1. Clear the screen.
2. Enter your name with the height set at 2.
3. Hit Control/I
4. Position the cursor under the first letter in your name. Hit Return.
5. Position the cursor under the last letter in your name. Hit Return.
6. Hit the Control/up arrow key one time (to make the counter a 2.) Hit Return.
7. Watch the screen.

If you are "ITALICIZING" a large number of rows, many of which are out of view, have patience. Each additional row takes a little longer than the previous one and what is almost instantaneous for 1 row can take over a minute for 21 rows.

CONTROL/S - This function allows you to type with horizontal slices taken out of the characters. Hitting CONTROL/S once turns on this function. You will be asked "Slice (2)W or (4)W?". This function only works for characters with height=3 and width=2 or height=6 and width=4. Pick 2 or 4 and the program will adjust the character size. Hit CONTROL/S again to turn off the slice function. The slice function will work with any character set or its inverse.

CONTROL/T - This command will move you between the upper and lower half of the layout page. When using it, you will always be positioned at the upper left hand corner of the page half you are moving to. The height and width are returned to their default size of 1. At either end of the two horizontal location lines you can find the page half indicators, "Top" or "Bot" which are updated every time this function is called.

SHIFT/INSERT - This function lets you insert a column wide space at the cursor, shifting all characters to the right of the cursor one column. The height of the column wide space/shift is the same as the character height that is in effect. If height=4 then the space inserted will be 4 rows high. If there is a character at the last column on any affected row then the insert is not allowed and a message will appear in the window.

SHIFT/DELETE - This function allows you to delete a column wide space at the cursor with all characters to the right of the cursor shifted 1 column to the left. As with the SHIFT/INSERT function, the character height governs the number of rows that are deleted and shifted. This maneuver may not be made at column 0, and a message will inform you if you attempt it.

CONTROL/N - This will call in the menu for the disk access (I/O) functions of TYPESETTER 130.

The I/O (Disk Access) Screen

There are 10 different functions as follows:

Directory/Autoload
Character Set Load
Typesetter 130XE Page Load
Typesetter 130XE Page Save
Page Designer Page Load
Graphics 8/7+ Screen Load
Typesetter 65 Page Load
FORMAT Data Disk
Exit to Text Editor
Exit to Main Menu

Make your choice by moving the highlighted bar up with SELECT or down with OPTION. Use START to activate the function selected.

The I/O functions follow essentially the same rules. When you activate one of them, a window will be opened that echos your choice with the prompt "DRIVE#1". To access Drive 1, hit RETURN. To access Drive 2, hit the number "2" on the keyboard. The prompt will change. To return to Drive 1, type "1".

After the Drive is selected the prompt "FN:" will appear. Type in the filename as it exists on the disk or in the case of the Typesetter 130XE Page Save function how you would like it to exist. Standard Atari filename format should be used. Should an IO ERROR occur (ie. #170 - File Not Found or #138 - Device Timeout) the Error number will appear in the window and you will be prompted to hit the START key to recover.

DIRECTORY/AUTOLOAD - lets you read the Disk Directory. After making a drive selection, you can "step through" the directory by hitting RETURN repeatedly to get each

individual entry. You may stop at any time by using ESC.

You can also "autoload" a font or Typesetter 130XE Page using this function. When the file you want to load appears in the window, press the SPACE BAR. The prompt "(F)ont or (P)age?" will appear. Hit "F" to load a font or "P" to load a TYPESETTER 130 page.

CHARACTER SET LOAD - You can use any standard altered Atari character set. Character sets have a filename extension of ".FNT" on the program disk. There are many commercial and public domain character set editors available.

TYPESETTER 130XE PAGE LOAD - Load in a page previously created with TYPESETTER 130.

TYPESETTER 130XE PAGE SAVE - Save the current screen in memory to a disk file. You may want to add an extension to the filename (such as ".130") to identify these files.

When loading in PAGE DESIGNER or graphics 7+ or 8 screens, there is an extra step before the filename prompt. You have a choice of loading in these screens as (N)ormal or (E)xpanded. The option is available because TYPESETTER 130 uses a screen 96 columns wide while PAGE DESIGNER and graphics 7+/8 screens are 40 columns wide. Picking "N" will load the screen to the middle 40 columns. Expanding the screen will double the bytes and cover the middle 80 columns. You can further adjust the screen location using the move functions.

PAGE DESIGNER PAGE LOAD - This is a screen created by PAGE DESIGNER. PAGE DESIGNER can help you work with TYPESETTER by creating a

basic layout. Load the screen in expanded and then refine your design.

GRAPHICS 8/7+ SCREEN LOAD - Any standard graphics 7+ or 8 screen can be loaded. These screens must be in an uncompressed format (that is, they occupy 62 sectors on a single density disk).

TYPESETTER 65 PAGE LOAD - You can load screens created by the 48K version of TYPESETTER. The 88 column TYPESETTER 65 page will be loaded to the middle of the TYPESETTER 130 work area. You can further adjust the screen location using the move functions.

FORMAT DATA DISK - This function allows you to format a data disk to save your TYPESETTER page. You will first be prompted to remove your Program Disk. You may only Format a disk in Drive#1.

EXIT TO TEXT EDITOR - This function returns you to the Text Editor. Since the Text Editor is still resident in memory this move is almost instantaneous.

EXIT TO MAIN MENU - This function returns you to the Main Menu. If the Program Disk is not in Drive#1, you'll get the message "Insert Program Disk" with an Error #170 report since the program must access the disk to return to the Main Menu.

SKETCH PAD

The SKETCH PAD is a separate screen from the main screen. SKETCH PAD has many standard graphics functions. SKETCH PAD lets you draw icons to stamp on the main screen. It also lets you pull segments from the main

screen to let you add more details.

The Sketch Pad functions are listed in the window at the top of the screen. You will need a joystick to draw in the Sketch Pad. TYPESETTER 130 also lets you use a KoalaPad or Touch Tablet.

The Shared Sketch Pad Functions

In the JOYSTICK mode you select an option by moving the cursor to the top half of the page. When the upside down V appears, move it under the drawing option you wish to select and then press the trigger. To return to the drawing pad, pull the joystick down. In the JOYSTICK option, fine control of the cursor position may be obtained by pressing the ARROW keys.

"(KEY)" means to press the key on the keyboard.

Drawing Options

(KEY)

F - Fill
- S - solid fill
- V - vertical stripe fill
- H - horizontal stripe fill
- C - fine checker board fill
- D - wide spaced dot fill
- L - alternating line and dot fill

P - Plot

(KEY)
- 1 - brush width 1
- 2 - brush width 2
- 3 - brush width 3

DR - Draw
CIR - Circle
SPH - Sphere
COL - 1=draw/0=erase in draw or plot mode
CLR - Clear SKETCH PAD
SKETCH - SKETCH PAD DISPLAYED or
MAIN - MAIN SCREEN DISPLAYED (scroll using arrow keys)
SHIFT/CONTROL/P - Copies the SKETCH PAD to the MAIN SCREEN
SHIFT/CONTROL/G - Copies from the MAIN SCREEN to the SKETCH PAD
CONTROL/O - Overlays the SKETCH PAD on top of the MAIN SCREEN
ESC - Returns to the MAIN MENU
CONTROL/L - LOADS a SKETCH PAD file
CONTROL/S - SAVES a SKETCH PAD file

To copy icons and drawings from the Sketch Pad to the Main screen, toggle from "SKETCH" to "MAIN" in the command window. Use the arrow keys to scroll to where you want to place the icon, then press SHIFT/CONTROL/P.

Copying from the Main screen to the Sketch Pad is similar. Toggle to "MAIN", scroll with the arrow keys, then press SHIFT/CONTROL/G to copy to the Sketch Pad.

TYPESETTER 130 SKETCH PAD

(KEY)
- T - Enables the TOP half of main screen.
- B - Enables the BOTTOM half of the main screen.
- J - Selects Joystick
- A - Selects the Atari Touch Tablet
- K - Selects the Koalapad

To select an option when using the Touch Tablet or Koalapad, press the side button. When the upside down V appears, move it under your choice. Press the side button once again to select. When you wish to return to the SKETCH PAD make sure that you are NOT viewing the MAIN screen, let the cursor move to the side of the screen, and press the side button again. Please note that the drivers for the Koalapad and the Atari Artist are crude due to the lack of memory available. To exit certain functions, you will have to hold down the button on the tablet for up to two to three seconds.

The TYPESETTER 130 Sketch Pad has an X-Y coordinate counter to help you design your icons.

Note: If you have a 48K machine, you can run the SKETCH PAD from TYPESETTER 130. The limitation is that you can't access the Main screen.

PRINT OPTIONS

When you select PRINTER OPTIONS another window will appear. SELECT EPSON/COMP or PROWRITER/COMP and then press START. Still another window will open giving you a choice of print style. SELECT your choice then press START when your paper is ready. While printing, you will see the "Please wait, printing" message. If you goofed and didn't really want to print, hit ESC.

If you selected EPSON/COMP earlier, you will need to answer some more questions. We have found that not all Epson compatibles are truly compatible. Further, not all Gemini's are the same. First try printing with the Epson option. If you see white stripes, pick

the Gemini option. *Note:* Due to the design of the Gemini, the page printed will be about 40% smaller than with a normal Epson.

There may be some distortion in the printout depending on which way you are printing.

Your choices of print style are:

VERTICAL FULL HEIGHT

This prints the entire screen in memory to a full sheet of paper. Your resolution will be 702 by 312 pixels for TYPESETTER 65 and 768 by 336 pixels for TYPESETTER 130.

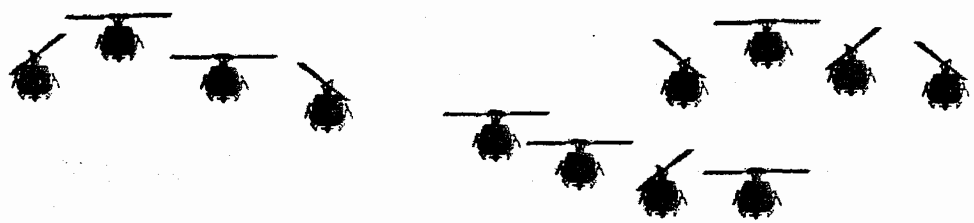
VERTICAL HALF HEIGHT

Here the screen will be printed to fit half a page. This increases the vertical resolution. You can print 2 vertical half height screens to one page which gives you approximately 64K of bit mapped screen. You can print the same screen twice, or combine screens for different effects.

The house (by Johnny Masuda) is an actual size vertical half height printout showing the resolution obtainable with TYPESETTER 130.

HORIZONTAL FULL HEIGHT

Picking horizontal full height prints your screen to the paper sideways, filling an entire page.



APPENDIX A

IDEAS & SUGGESTIONS

There are so many uses for TYPESETTER that we can only suggest few. The Staff of XLENT Software were surprised by the many creative printouts we have seen from Johnny Masuda, Ira Brickman and Jennifer Brabson. They have used their artistic talent to demonstrate the unique capabilities of TYPESETTER. Both Ira and Johnny are making available disks with their work. Samples of their work are in the next appendix.

TYPESETTER can be used for making transparencies. If you select the horizontal print, your text will be printed sideways. You could use graphics with your text to create a very high quality graphics presentation.

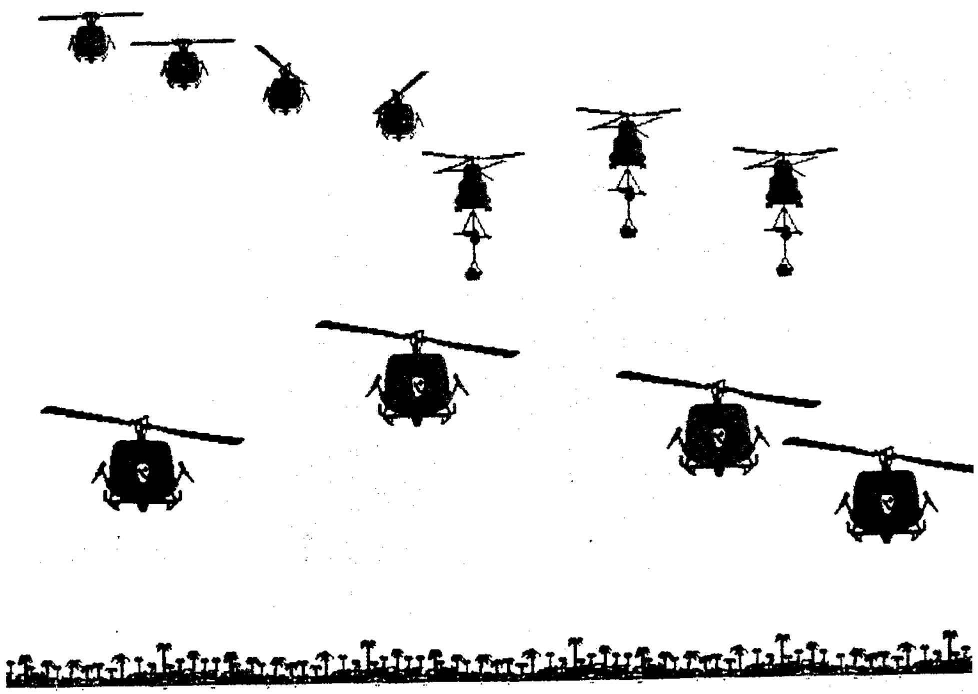
To get higher resolution characters than those provided with TYPESETTER, you can move text from the TEXT EDITOR into the SKETCH PAD. Add detail to the characters here and then stamp it back on the text screen. This is how Ira has achieved the smooth characters found in his artwork.

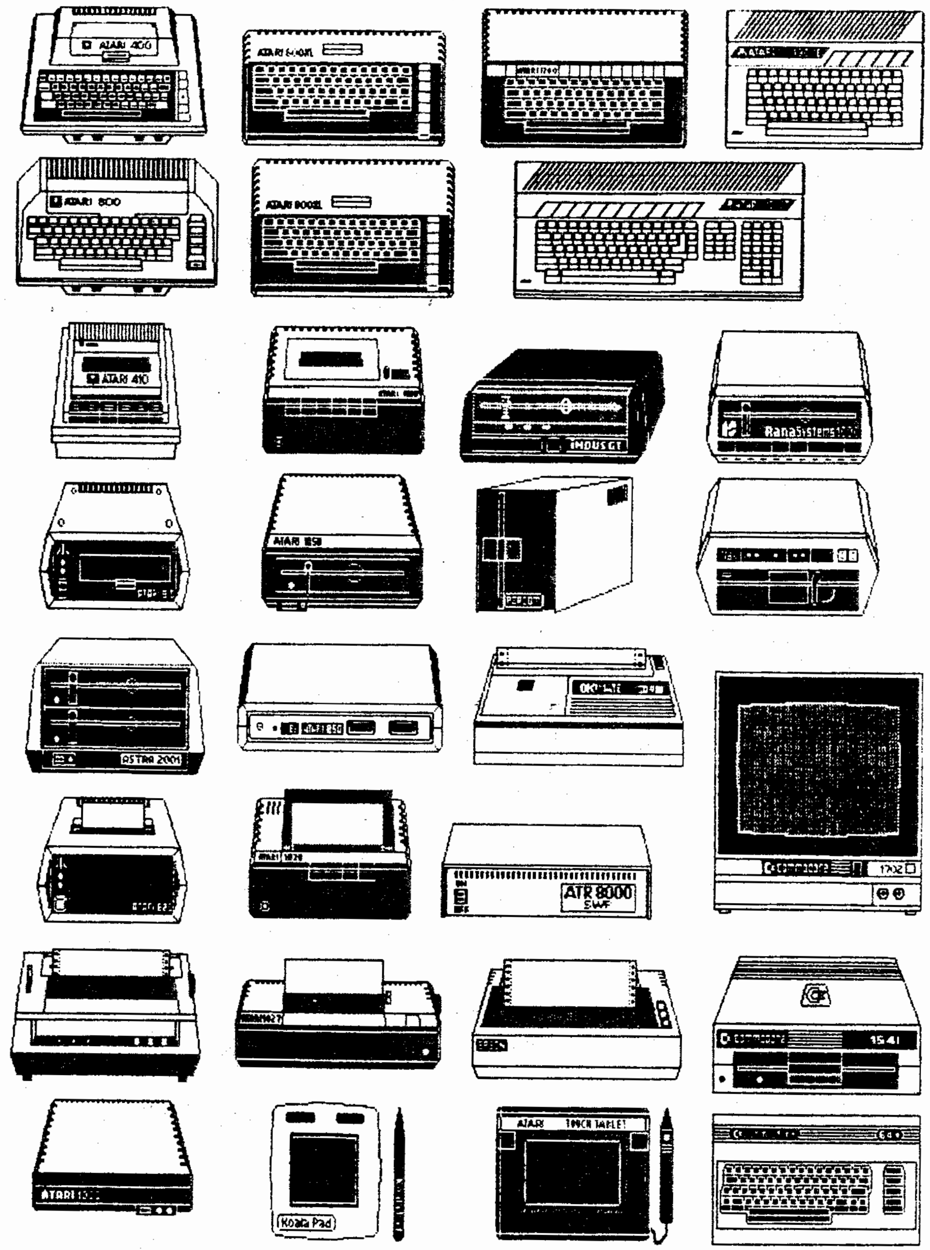
You can add detail and text to graphics 7+ or 8 screens using the same method as above. Check your user group library for public domain programs that will convert various graphic program screens into a format compatible with TYPESETTER. PAGE DESIGNER by XLENT Software has a utility that converts Koalapad and Atari Artist files to a compatible format.

If you want to print just your icons and not a whole page, stamp your icon onto the text screen. Then print the page and hit the ESC key when your icon is printed.

If you need some help designing icons, check out cross-stitch and other needlework books. The designs will be laid out on a grid making it easy to transfer to the SKETCH PAD.

Another method for creating icons is to use your touch tablet software. Restrict yourself to the upper left portion of the screen and one color. Load this screen into TYPESETTER, then copy your icon to the Sketch Pad.





APPENDIX B

ICONS & IDEAS FOR SALE

Icon, font & layout disks are available from the respective artists. Each disk is $9.95. Check Ira's page for his special deal. Include $1.00 per disk for shipping and handling. If you live in the same state as Ira or Johnny, please include the appropriate tax.

Johnny currently has 2 disks available. One contains all the computer icons seen in this appendix. The other has a more general selection of icons. Contact Johnny at:

Johnny Masuda
MasudaSoft
8503 Linside Way
Springfield, Virginia 22153

Ira produced our inside cover and the advertisment for his disks in this appendix. He can be reached at:

Ira Brickman
White Lion Software
P. O. Box 357
Ridge, New York 11961

If you need a custom logo or other custom work done, please contact Ira or Johnny.

Note: The icons pictures have been reduced.

REPLACEMENT POLICY

The original diskette is guaranteed against defects due to faulty materials or workmanship for ninety (90) days from the date of purchase. If you are having problems, please return the diskette to us and we will replace it. Please include the date and place of purchase.

To obtain a backup copy, please send $5.00 and the serial number of your program (located on label) to us. The $5.00 is to cover the cost of media and shipping. For those outside the U.S. and Canada, please include additional funds to cover postage.

Problems Printing? If you do have problems, and we hope you don't, please send us a copy of your problem and an explanation of when it occurred. Please include information about your system along with the version and serial number of your program disk.

ACKNOWLEDGEMENTS

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Many thanks to Jennifer Brabson, Ira Brickman, Johnny Masuda, Randy Dellinger, Richard Rognlie, Jan Iverson, Gene Levine, Mike Barnes, Linda Kubota-Barnes and everyone else who helped with suggestions and artwork.

We welcome any written comments or suggestions that will help us provide you with the software you want. Send them to:

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